Brad Burzon

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WORK EXPERIENCE

Full Stack Developer   Oct 2023 – Feb 2024
Zing Restaurant   *Remote*

- Significantly reduced operational costs by deploying a cost-effective ordering web app, leveraging Angular, TypeScript, HTML, CSS, and Bootstrap for the frontend, with Firebase serving as the backend
- Enhanced site reliability and accuracy, achieving 99.999% uptime and a 99.98% order data accuracy rate over the span of 5 months, by implementing CI/CD pipelines with GitHub Actions
- Transitioned potential shippable product to a fully realized solution by actively engaging with the restaurant manager across all stages of the Software Development Life Cycle (SDLC)
- Boosted order efficiency by 30% by streamlining communication between servers and cooks through collaboration with management and staff members of the restaurant for feedback

Computer Science Teaching Assistant   Aug 2016 – Dec 2017
Indiana University   *Bloomington, IN*

- Enhanced the class's success rate to 97% by effectively conveying complex programming concepts, and demonstrating extensive communication skills
- Increased student engagement 15% by fostering collaborative learning of key CS principles such as data structures, abstraction, recursion and testing
- Boosted student satisfaction 10% by grading of 500+ assignments and 420+ quizzes within tight deadlines

EDUCATION

Purdue University Fort Wayne   Fort Wayne, IN
BS in Computer Science   *Aug 2021 – Dec 2023*

PROJECTS

2DoList | *Java, XML, Gradle, Material UI, Git, TDD, Unit Testing*   Feb 2024 – Present

- Improving code maintainability by 30%, significantly simplifying updates and enhancing scalability, through the application of best practices such as DRY, functional state commits, KISS, and SOLID principles
- Accelerating project completion by 15%, enabling faster releases through the optimization of the development workflow, utilizing version control with GitHub and refining processes in Android Studio and IntelliJ
- Developing an Android app for task automation, increasing user engagement and satisfaction with Java, Android Studio, XML, and Material UI

Cerebro | *Java, XML, Gradle, Firebase Material UI, Git, Usability Testing*   Aug 2022 – May 2023

- Enhanced UI, added features, and contributed to game design, improving user experience by extending Legacy Code with Java, Android Studio, XML, and Firebase
- Directed efforts in comprehensive usability testing, resulting in a 15% increase in user satisfaction by identifying and refining critical game features based on expert feedback
- Increased project efficiency by 20% and reduced development time by implementing GitHub and Scrum Agile in a 4-person team

CareerPath | *TypeScript, HTML, CSS, Bootstrap, Firebase, Git, Adobe XD, Prototyping*   Aug 2021 – Dec 2021

- Distinguished the project from 7 competitors by leading the user interface design and development of a prototype for a career recommendation engine using Adobe XD, resulting in a superior user interface and user experience
- Implemented a responsive UI using HTML, CSS, Bootstrap in Angular for optimal user experience across various devices, while collaborating closely with 3 team members on comprehensive project documentation and code review submission
- Streamlined project planning with Scrum Agile, cutting development time by 20% through efficient sprint management

TECHNICAL SKILLS

Languages: Java, JavaScript, TypeScript, Python, C, SQL, Kotlin
Frontend: HTML, CSS, Angular, Bootstrap
Backend: Node.js, Express.js, MongoDB, Firebase, JSON, SQL
Mobile: Java, Kotlin, Gradle, XML, Material UI
Testing: JUnit4, Jest, TDD, Unit Testing, Test Coverage, Debugging Tools, Usability Testing
Collaboration & Agile: Git, Code Review, Documentation, Scrum, Kanban
Tools: REST API, Docker, CI/CD, NoSQL, Trello, Microsoft Teams, Figma, Adobe XD